

SUPPLEMENT TO GAMEPRO MAGAZINE

SUPER MARIO RPG






STRATEGY GUIDE

*THE SEVEN
STARS
REVEALED!*

**SUPER
NES!**



There could be no better coupling of forces than Square Soft and Nintendo, and they bring years of expertise to Super Mario RPG. But does it hold up to the toughest RPG standards? If you like fast, funny action and great rendered graphics, it does.

| Super Mario RPG: The Legend of the Seven Stars by Nintendo | | | | |
|---|---|---|---|---|
| Graphics | Sound | Control | ValueFactor | Challenge |
|  |  |  |  |  |
| 5.8 | 5.0 | 5.8 | 5.0 | 4.0 |
| \$74.99 32 megs RPG 1 player | | | | |
| 3/4-overhead view Multiscrolling ESRB rating: Kids to Adults | | | | |





The game starts like they usually do for Mario. In one of the longest introductions ever for a game, you have to fight Bowser when he grabs the Princess.



Like most Square games, in Super Mario RPG you have to find strategic ways to beat the bosses. Move the cursor to find alternate attack points, like the chains holding up Bowser.



Once you defeat Bowser, you start at Mario's Place. You can always go there to be healed or to save your game.



Now it's off to the Mushroom Kingdom to seek the king's help. Fight as many enemies as you can along the way to boost your experience level.



Once in a while you'll come across an Invincibility Star. Use it to wipe out as many enemies as you can, and you may be rewarded with a level-up!

The Hammer Brothers



The Hammer Brothers are back to pester Mario, but they're not so tough this time. Use your standard jump attack, then a double hit, and they'll fall in no time.



You'll also get the Hammer for your own use! It's a great weapon and will do well until you acquire the Nok-Nok Shell.



After speaking with the king, you find Mallow outside, crying

up a storm because Croc stole his Frog Coin. Take him with you, and he'll always be loyal.



Head to Bandit's Way and chase down Croc. En route, you meet more interesting enemies.



To regain the Frog Coin, you have to sneak up on Croc, then jump up and bop him on the head three times. After that, he agrees to give you back the Frog Coin.



Wrong! Now you have to fight Croc. Use Mallow's Thunderbolt and Mario's Fire Orb while continually eating Mushrooms and Honey. You should have him down in no time.

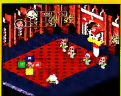




Shyguys have taken over the Mushroom Kingdom! When you return after fighting Croc, you find that the town has been overrun. To fight the Shyguys, use the Hammer and Mallow's Lightning Attack. Mallow has little effect on them with his bare hands.

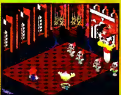


You can also go back to the vault in the palace and load up on the items in the chests.



From the palace vault, go to the main chamber for the showdown with Mack the Knife.

Mack the Knife



Mack's one tough customer. Nail him with Mario's Fireball,

then attack the Shyguys with Mallow's Thunderbolt. Don't worry when Mack takes off. He'll be back on the next turn.



You now have the game's first star! Take it and head to the Kero Sewers.



The first thing you need to do in Kero Sewers is save your game. Then find the button with the large green exclamation point so you can drain the sewers.



The button is on the way to the boss, Belome. He'll eat Mallow, and won't spit him out until halfway through the battle. Use Mario's Super Jump and Mallow's Thunderbolt Attack when possible, and with some patience, you'll have him down. Keep plenty of Pure Water, Honey Syrup, and Mushrooms handy.

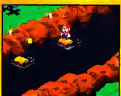
The River Runs Wild



After defeating Belome, hit the switch and you'll find yourself in the Midas River. Swim toward the coins (the green coins are the most important), and if you see a cave, swim toward it.



The caves aren't just a "Small World" ride through the Mushroom Kingdom. You can find power-ups here if you choose the right path.



You'll be deposited into the Barrel Jump section after the Midas River. Time the jumps on the barrels carefully and you'll score tons of coins. Jump well ahead of time when you see other barrels, or you'll change course.



Now head into the next section and seek out Frogfucius! This wise and warty guru has advice for your journey, and some interesting things to say about Mallow.



After leaving Frogfucius, go to the left and visit the Alto Juice Bar and Frog Coin Emporium.

Toadofsky



It's too difficult to explain musical scales, and how they relate to Toadofsky, so here's the solution.



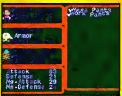
Now it's off to Rose Way, then Rose Town!



In Rose Town, stop off at the shop and get Mario some new clothes (Mallow, too!). Also equip yourself with the True Form Pin, which prevents you from being turned into a scarecrow or a mushroom. Grab the Wake Up Pin for Mallow so he won't fall asleep during Mute or Sleep spells.



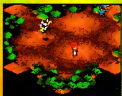
Stop at Gaz's place and listen to his fabulous tales of Geno the Magician. Don't take the treasures in the house in the upper right corner of the village. Instead, hit the switch inside, then talk to the man outside, and he'll tell you how to get to Geno.



Did you remember to fit Mario and Mallow for some new threads? Don't leave town until you do. And try to keep some Froggie Juice on hand as well. Now head out to the Forest Maze.



Before pursuing Geno, follow the villagers' instructions.



You'll end up at a tree root. Within, you'll find a trove of treasures, along with a Froggie Coin.

Now follow Geno as he scurries through the forest. If you lose sight of him, go to the left branch of the path and start over again.

Bowyer



If you tracked Geno correctly, you'll end up at Bowyer, an arrow-flinging maniac. The key to fighting him is utilizing your players' individual strengths. Geno should use his Geno Beam (powered-up, it hits for 60 points of damage); Mario can use his Super Jump or Nok-Nok Shell for about 30-40 points of damage per hit; and Mallow can heal the party with Froggie Juice and Honey Syrup.



After defeating Bowyer, you get your next star! Now it's off to the Pipe Vault, where there's a Goomba Thumping mini-game that awards cool prizes like Flower Tabs.



After the Pipe Vault, it's Yoshi time! Help Yoshi win the race so you can go into your next battle with Yoshi's help (in the form of Yoshi Cookies). Now you're off to Moleville after you stop in the Item Shop.



After you're finished in the Item Shop, head into the mines and help find Dyna and Mite.



Once inside the mine, you find that you need a bomb to blast

through the wall. Where to find a bomb? Good question. Go back until you find the Jumping Board. When you jump on it, you'll run into your old friend Croc. This time, though, he's meaner, and he throws enemies at you, so bring along plenty of Pick Me Ups and Able Juice.



Once you get the bomb from Croc, you're off to Papa Mole, and whatever lies just beyond the wall, which in this case happens to be...

Punchinello



...Punchinello, one of the hardest bosses in the game. He'll start off by defending himself with Bobombs, then he'll progress to tossing Maxi-bombs, and finally the Mezzo Bomb.



To defeat Punchinello, use regular hits (double-timed), and save the Flower Power for Mallow's HP Rain. Punchinello

sends bombs your way, but you can heal from the damage if you persevere.



Once you defeat Punchinello, he'll send this monster bomb after you. Don't fret...because now you have the third star!



Go back to Tadpole Pond and solve Toadofsky's riddle.



You'll be rewarded with the Alto Card!



Return to Mole Village and seek out Papa Mole, who's making fireworks. Buy one from him for 500 coins. Now

go to the Pur-Tend Store and trade for the Shiny Stone.



Go to the Item Shop and purchase the Lucky Jewel. This allows you to get the "Lucky!" icon in any fight.

Now it's off to Booster Pass.



While in the first part of Booster Pass, go into this alley and hit the switch to knock off the Spikesters.

Booster's Tower



Now you get your chance to invade Booster's Palace. You also get a new team member: Bowser!

One of the best things in the palace, however, is the item in the box on the second floor. To access this box, jump on the catapult below. You get the Masher for Mario, one of the best weapons he'll possess in a while.



Hit this switch, then return to Booster Pass and check out the path that opened up.



Go back into Booster's Palace, and backtrack until you get to this save point. Save, then move on to the next room, which is the Gallery Room.



Arrange the pictures in this order, then grab the key.



If you're caught, use this strategy: Always let Bowser fight the Orb, while Mario and your other character fight the rest of the enemies.



Go into the locked room, using the key you won at the gallery, and get the Chomp for Bowser. Another powerful weapon for your group!



Check out this hidden corner for a Frog Coin.



As you progress higher into the tower, you find a room with tiled floors. Stay on the tan tiles, and grab all the coins (especially the hard-to-find Frog Coins).



If you have to fight, use Mal-low's Cymbals and Mario's Masher. Regular hits should quickly do in these enemies.



One of the benefits of all this fighting is that you almost always get a "Lucky!" icon from the Fireballs.



Now you're off to fight Booster. He's not terribly tough, but you should try to minimize your damage by doing him in quickly.

The GUYS!



The battle isn't over yet! After Booster, you fight the real boss. He's a two-parter known as the Knife Guy and the Grate Guy.



Attack the one that receives the most damage (it alternates between the two). After a couple of Mushrooms, you should

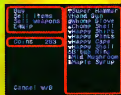
be able to down these guys. Use weapons, not magic.



Booster takes off with Toadstool after your battle with The Guys. You must follow him and race up Booster Hill. Try to keep abreast of him by jumping on the barrels and the Snifits.



You eventually end up in Marrymore, the city of the...married?? This matrimonial little town has some interesting inhabitants. Stay at the inn, and take the Deluxe Suite for 200 coins. You're rewarded with a Flower Tab.



Stop at the shop to buy armor and weapons for all your characters. Don't bother with the Super Hammer or the Happy Pants, however; the Masher is more powerful than the Super Hammer, and the Happy Pants aren't as good as the Work Pants.

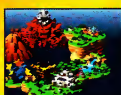


Booster's trying to elope with Toadstool, so break into the church and stop him. Use the hidden back door.

The Icing Cometh



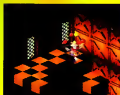
After returning all the items to the Princess (if you did it in record time, you get a kiss), you fight an unlikely enemy: Booster's wedding cake! Use the Masher and Mallow's Thunderbolt to attack the lower portion first. Bowser can do lots of good with Chomp. Forget the chefs - you can't hurt them.



Now go back to the Mushroom Kingdom and return Princess Toadstool to the Chancellor. After a long conversation, the Princess (slyly) joins your party.



Go back to Frogfucius, and learn all about Star Hill. He opens the road for you.



Return to Booster's Palace before you depart for Star Hill and find the previously defeated Knife Guy. He plays a game of hide-the-pea that earns you some cool items.

Star Hill



After searching around and talking to some dream stars, you find the star!

Seaside Town



Look around the area, then talk to the elder in the upper left corner of town. After talk-

ing to him, go upstairs and meet someone special.



The frog you meet graduated from Tadpole Pond, and now sells some very important items. If you don't have enough Frog Coins, you can always try your luck on the Midas River, and buy some Coins (or you can follow the Cricket Jam trick, which is later in this guide). The most important item is the Experience Ring, which allows your characters to get stronger faster.



Now it's off to the sea! Take plenty of Pure Water with you.



Many of the rooms are hard to see in the murk. Try this hidden area as soon as you submerge into the ocean.



There's another hidden room just around the corner.



Check behind the crates for hidden items.

The Five Clues to King Calamari

You come across five rooms, each guarded and with its own clues. Collect all five clues, and you get the password to the boss for the sea.

Room One

Make the Troopa drop the cannonball onto the green marker. The clue: There's an "S" in the word.

Room Two

Position trampolines so the cannonball bounces off each one, then hits the green marker. The clue: It is found on the bed of the ocean.

Room Three

Just keep bouncing and moving, and eventually you reach the marker. The clue: It has two vowels.

Room Four

Follow the coins as they spread, but don't touch the

lead coin until the end. The clue: It has four consonants.

Room Five

Activate the switch, then knock the cannonball that comes out so that it hits the marker (stand in the shadows when the cannonball comes out). The clue: Two consonants are side by side.

Still can't figure out the password is "PEARLS"? Oops...

King Calamari



You must fight three sets of Calamari's tentacles before taking him on. Try using Mario's Super Flame and Geno's Boost. Bowser can fight with weapons.



After beating Calamari, you move on to another series of rooms. Behind these stacked boxes is a door to another Frog Coin.



When you get to the next save point, heal the party and

replace Geno with Toadstool. Save, and move ahead to the crate in front of the save point. Now you face Hidon, a tough mini-boss. Use Toadstool to heal the party between hits. For your troubles you get a Safety Badge.



Save again, then move on to the next room. Behind these barrels is a Safety Ring. Equip your allies with the Safety Badge and the Safety Ring.



In the same pool of water, swim to the top left corner, jump up, and grab a hidden Frog Coin.



Before you get to the end boss, you must fight the Bandana Red gang. Attack using Bowser's Poison Gas and Mario's Masher. Save FP for Toadstool to heal.

Here's Johnny!



Johnny, the sharp shark boss of the undersea, is a tough fish. He has the fifth star and a large ego.



Attack Johnny using Mario and his Hammer. Bowser should attack with Poison Gas and his regular attack. Toadstool should use Group Therapy, and use Parasol slaps during battle. You'll have Johnny downed in no time.



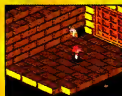
You receive your star, and it's off you go. Jump on the spring, and it's back to Seaside Town. A pack of tough guys ask for the star. Give it to them, heal your party, and take Bowser, Mario, and Toadstool. Equip them with the Safety Badge and the Safety Ring, and stock up on Pick Me Ups and Maple Syrup.



First order: Save! Second, pop the Invincibility Star out of the chest and wipe out as many enemies as possible. Coupled with the Experience Ring, you should be able to move up the ladder quickly.



You see a group of Geckits and a stack of crates. Behind the crates is a merchant selling Invincibility Stars. Buy some, and plow through the enemies again! More level-up opportunities!



After fighting the three Chows before you reach this door, you're transported to an area with an elevator. With the right fortune, you find the elevator that leads to Belome.



Begin the Belome

Before you reach the elevator, switch to Mario, Mallow, and Geno.



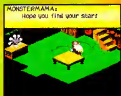
Belome will swallow an ally, then clone him to fight against you. Use Geno's Blast, Mario's Ultra Flame, and Mallow's Snowy.



After defeating Belome (for the second time), you're off to Monstro Town! Look for the pit in the lower right corner, and jump in. Save your game.



If you sleep in the room provided, you'll be visited by the Three Musty Fears. They've hidden flags around the whole kingdom, and if you find them you'll be rewarded. The flags are 1) behind a wooden flower (Rose Town); 2) under a green bed (Mario's Pad); and 3) between an "O" and an "A" (Yoster's Isle).



Talk to Monstermama. She summons Sky Troopas to open a path over the rock wall.



To make your way to the wall, you can just exit Monstro Town, then start at Land's End and work your way up to the sand whirlpools. At the whirlpools, look for an exit in the upper right corner.



Now it's away to Bean Valley!



Bean Valley is an intricate melange of pipes and treasure chests. You can search everywhere for items, but eventually you end up here. A Sniffit

is watering Piranha Plants, and you must fight each one to get what's hidden inside.

Fautso and Box Boy



Probably the deadliest duo in the game, Box Boy starts off innocently, but soon unleashes deadly spells like Boulder and Scream – along with a sidekick named Fautso. Fautso's specialty is to inflict an HP-draining one-shot that kills your ally immediately. Use regular attacks on Box Boy.



The path above the Piranha Plants leads to a mini-boss called Smilax. Take him on with regular attacks, and use Toadstool to heal. Be ready with Able Juice, because Mega Smilax uses Pollen Nap (which puts allies to sleep) or Petal Blast (which turns everyone into mushrooms).

Now that you're done with Smilax, it's off to Nimbus Land!



Remember these two tricks when climbing: Determining which way you're facing helps you to land on different vines, and climbing different vines leads to different paths.



When in Nimbus, purchase all the weapon and armor you can.



After the preliminary discovery that Mallow is a prince, and after enlisting the sculptor's help to get in the castle, you find tons of enemies, but no citizens. Deep inside the castle, however, you find this save point, and some wary Nimbians. You receive good information, a castle key, a Fower Jar, and more!



After searching some more, you face a mini-boss named Shelly. Attack the egg, and defend against any attacks. Soon the egg cracks, revealing...



...Birdo! Fight Birdo using special moves and magic. Use Mallow's HP Rain to heal and Geno's Blast to attack. Mario should use his Mega Glove for power. After defeating Birdo, follow Valentina through the castle.



Save at the next save point, then switch to Bowser, Geno, and Mario. Fight the two guards in the hallway, then hit the hidden platform to reveal the Invincibility Star in this chest. Chase down whatever villains are left, and follow Dodo out of the castle.

My Funny Valentina



You face Valentina, but first Dodo takes your middle player away and battles him separately (which is why you want Bowser in there). After defeating Dodo, your party regroupes for the battle against Valentina and Dodo.



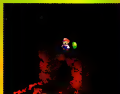
In this battle, you could just go after Valentina. Dodo flies away if you defeat her. Use Mario's Mega Glove for 200 points of damage. Use Bowser's Spiked Link and Geno's Hand Cannon, and the battle shall be yours in no time.



Before leaving the palace, talk to the Nimbrian who gave you the palace key. He rewards you with a Flower Jar.



Now it's off to Barrel Volcano. To get there, head out the back entrance of the castle and talk to the Hot Springs guards. They let you pass. In the volcano, you'll face new versions of old enemies.



Far into the volcano you find this Frog Coin. How to get to it? Jump into the lava and shoot up toward the ledge.



You'll come across an imposing character named Stumpet. Treat him like a normal enemy, and just lay into him with regular attacks.

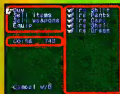


Another large enemy is Corkpedite. He's a two-part monster, so use Geno's Blast and

Mario's Ultra Flame. Bowser can use regular attacks.



Deep in the bowels of the volcano you find Hinopio. He runs a free-for-all marketplace where you can buy food, clothes, and special items.



Buy clothing for all your characters. After doing so, leave Hinopio's, save your game, and head into the next area.

Czar You Ready?



It's the fabled Czar Dragon! Holding the sixth star, he's one tough dragon, but you have to beat him, and you'd better do it fast. Use Mario, Bowser, and Toadstool. Send Bowser's Crush after the Helios flunkies, and use Group Hug to heal the party.

After defeating Czar Dragon, you face Zombone, the Czar's skeleton. Hit him with regular attacks, and again let Toadstool heal. Make

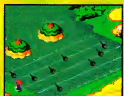
sure someone is equipped with the Safety Ring and the Safety Badge.

The star isn't yours just yet. It's been kidnapped by some familiar-looking (and fighting) no-gooders called the...Axem Rangers?

Uh Oh! Axem Rangers



They are tough! Take Mario, Toadstool, and Geno. Use group spells (like the Ultra Flame and Geno's Blast) to wear them down one by one. When a Ranger starts talking to Axem Red, then they're soon out of the fight. After battling the Rangers, you take on the robot behind them. Use Toadstool's Group Hug and keep slugging away at the robot with regular attacks.



You have the star! Go back to Tadpole Pond and talk to Frogfucius. While there, try out this melody on Toadofsky's grid, and receive the Soprano Card!

Go to Nimbus, speak to Mallow's mom and dad, then hop a bus to Bowser's Keep.



Venture into Bowser's Keep, and eventually you find this save point. Talk to Croc (now an old friend), and you can buy some items. You need them for the next area.

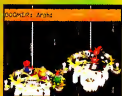


You're faced with six doors. Two lead to action courses, two to puzzle courses, and two to fighting courses. You can't turn back, and you must get four of the six courses to move on. The best bet is to take the two fighting and two action courses.

The only puzzle you may need help with is the word game behind Door 3. Remember this: The person who says "I outrode..." is first, the person who says "I placed fourth in the bike race..." is second, the person who says "I placed the same in swimming and..." is third, and the person who states "I placed third in swimming..." is fourth.



When you reach the next save point, you find one of Bowser's old friends, the Magickoopa. Use Bowser, Toadstool, and Mario to battle him. After defeating the Magickoopa, you have access to an unlimited supply of coins and an ally who will fully heal your magic and hit points when you visit him. Go through the door to the left and Croc has more armor for you.



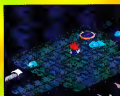
You soon meet Boomer, another mini-boss. When Boomer turns certain colors, he's more vulnerable to specific attacks (when he turns red, use physical attacks; for blue, use magic). Use Mario, Bowser, and Toadstool.

The Exor — cyst

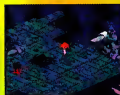


The next boss to fight is Exor, who's a three-part boss. First, go after the eyes on the handle to decrease the magic

attacks. Then go after Exor, using multitarget attacks like the Psych Bomb (Toadstool) or Geno's Flash.



Keep traveling around the factory until you come to this switch. It opens up a path that leads to the factory. Take the path in the lower right corner.



There are some ninjas and Machine Made Yardoviches raining down in this area. Fight the Yardoviches, and a hole opens up in the floor.



You're going to face a couple of characters named Cloaker and Domino. Concentrate on knocking off Cloaker, who's the weaker of the two.

Mad as an Adder



Domino proceeds up the screen and jumps on his pet cobra, the Mad Adder. Go after Domino, unleashing multi-target spells where needed. Once Domino is dethroned, Mad Adder soon follows.



Now you've made your way into the factory, and the first person you meet is a mini-boss called Clerk. Concentrate on destroying Clerk, and go after his flunkies afterwards. It's an easy battle.

After the Clerk, you fight the Manager. The same modus operandi works here.

After the Manager comes the Director. Although he's a little tougher, it's still easy pickings to defeat this enemy.

Next comes the Factory Chief – and this one's a lot tougher than the previous three. He also brings a cyborg-fiend that inflicts massive damage. Using Toadstool to heal, use the physical attacks of the other two players to attack the Factory Chief first.

Meet Mr. Smithy



A member of the Mushroom Kingdom comes along to sell you some items. Buy plenty of Syrup, Max Mushrooms, and Elixirs. Have some Mega Elixirs on hand as well, because it's time to face – Smithy! Attack the spigot protruding from the wall, or Smithy makes some devastating cronies to help him out. Use Mario's Ultra Hammer, Toadstool's Group Hug, and Geno's Flash to knock down Smithy.

It's not over yet. After defeating Smithy, you take him on again – without the benefit of saving the game or acquiring new items. Use Crystalline and Power Blast to raise your party's attack and defense, because the battle is long and tough. Smithy's head has a hit point total of about 8040. The body is only 1300. Use regular attacks, and allow Toadstool to heal, but when not healing, she should use the Frying Pan.

CONGRATULATIONS!

It's over sooner than you think! You've done it! Now with the last star firmly tucked away, you have restored peace and tranquility to the Mushroom Kingdom once again!



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